ABUSE STEAM!

2007 EDITION

# STEAM CRACKING FOR DUMMIES

IT'S EASY, MKAY?

ENJOY YOUR FAVOURITE STEAM GAMES AND DOWNLOAD THEM!

by Cr@ck-IT

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## Disclaimer

1. It is forbidden to sell this book.
2. Neither the author nor someone else is responsible for what the readers do or can do with this document. The method in this book is illegal and no one else except for the ones that use this method is accountable for all effects.
3. When accounts get banned it is the user's fault. The reader was warned that the account can get banned by using this method.
4. Lost / banned accounts will never be replaced or reactivated.

## What is this book about?

This book is about how to crack Steam so that you can download / update some games and launch them, even if you do not legally own them.

If you have read this book, you should be able to crack Steam and use it for your own purpose.

## Is Steam uncrackable (a short story about Steam cracking)?

No, it is not! In the very first beginning of Steam it was very easy to crack it: You just had to patch some bytes and Steam thought you have purchased every single game and you could download it! Later on Valve fixed this problem and it got more and more complex to download the data.

After preventing the download without any real purchased games, people tried every method to get the games again. They found a new possibility to do so: Steam- or Cybercafé accounts.

Valve / Steam provides internet cafés all around the world to purchase a license and getting accounts, with which these cafés are able to download all Steam games. So everyone could go into these cafés, pay for some playing hours and enjoy the whole range of Steam games.

Hackers got aware of the power of these accounts providing access to all games (legally), they gathered some and they were able to log onto the Steam servers with them. Soon a lot of café accounts were spread over the internet and everyone could get about 50 or more accounts.

Since the number of users of café accounts increased so much, Valve fixed the accounts by improving the licensing and using new protection methods. The accounts became rare and they are very often forbidden to be posted on forums to prevent detection.

Nevertheless the cracking went on: Applications have been developed to launch the Steam game content with or without Steam itself. Hackers also thought about extracting the games, which are packed in a *.GCF format, and play them with Steam emulators (so called non-steam or no-steam releases).

Some other crackers had a look at the Steam files and one day the UnDeadPatch was born: It simply edits the steam.dll in the Steam folder, but results in a big change. It unlocks all games, just like in the café accounts. Though not all games are downloadable due to their size and the server side protection by Valve. Sometimes small games can be downloaded.

But even after you have downloaded a certain game, it is not possible to join VAC2 secured servers. This VAC2 system is an anti-cheating protection developed by Valve. It does not only check whether you are cheating, it also controls your game license (test for real purchase). The servers themselves also included scripts checking all clients and preventing the illegal clients to join. Hackers got around this problem by changing bytes in the engine files of the servers. So they constructed a network of cracked servers, on which legal and illegal clients can join.

All in all Steam just does not seem to be the perfectly protected game vending system. Until today you are able to download some games of the Steam network without paying. Why Valve does not stop this action is not exactly clear.

## How does Steam work?

Steam is a program, with which you can download games from the Valve servers by transferring money to the company. The game will be unlocked for your account and you can download it. You can even buy the games in shops and use their included keys to activate the game for your account. Every time you want to use Steam, you have to be logged in into your own account. This account is registered by Valve with all its data (e. g. how many games you have purchased / unlocked). And each time you connect to the Steam network, Steam gets the information, which games you can access. All other games that you did not purchase / own are not playable. You really have to pay for them to be unlocked.

This is also a reason why game companies trust in Steam: It seems secured and safety to sell their products via Steam.

When you download a game, its data is packed in a *.GCF file. So you have one or more files in the *.GCF format, which are used to launch the games. These files include all needed game data and they are stored in the steamapps folder in the Steam main directory.

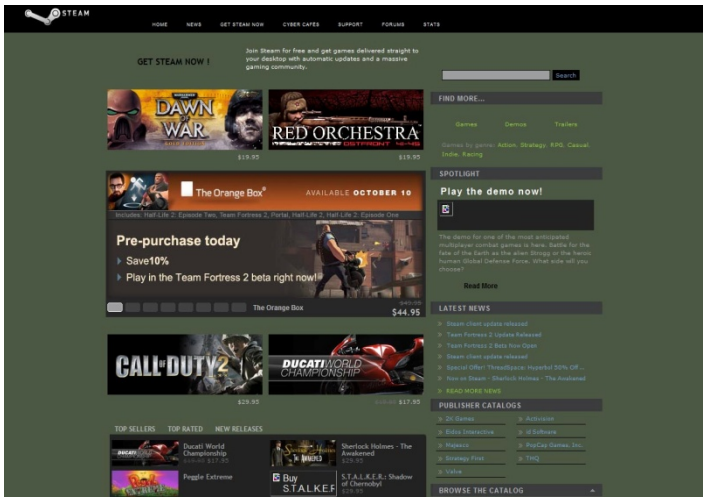
## Which tools do I need and where can I download them?

You need the following tools:

1) Steam: You can download it at www.steampowered.com.
2) UnDeadPatch: Have a search on Google.

## What can I do with these downloaded programs / applications?

1) Steam is the tool to download the games, which are offered by Valve. There are several other companies, which use Steam for their Games (ID-software, Empire Interactive, etc.).




[www.steampowerd.com](http://www.steampowerd.com) *: The official homepage of Steam*

*Steam login screen*

2) The UnDeadPatch unlocks all games in steam and you **MIGHT** be able to download them. But the big advantage is: You can **launch every installed** Steam game, even if you do not legally own it.

*The UnDeadPatch by SASiSO*

## And how can I crack Steam (the UnDeadPatch)?

Now I will show you how to crack Steam step-by-step to get access and play your favorite Steam games:

1) Download Steam from its site: www.steampowered.com.
2) Install Steam.
3) After the installation Steam will update itself. Let it do so.
4) After updating a login screen should pop up. If you do not already have a (blank) Steam account, create one by clicking on “Create new account…”

*Steam login screen*

Or if you already have an account, just proceed by logging in.

WARNING! IT IS NOT RECOMMENDED TO USE YOUR LEGAL ACCOUNT, WITH WHICH YOU HAVE LEGALLY PURCHASED GAMES! VALVE MIGHT BE BANNING THIS ACCOUNT IF YOU ARE TRYING TO DOWNLOAD GAMES, WHICH YOU DO NOT LEGALLY OWN! SO ALWAYS USE A BLANK ACCOUNT FOR ALL ILLEGAL ACTION!

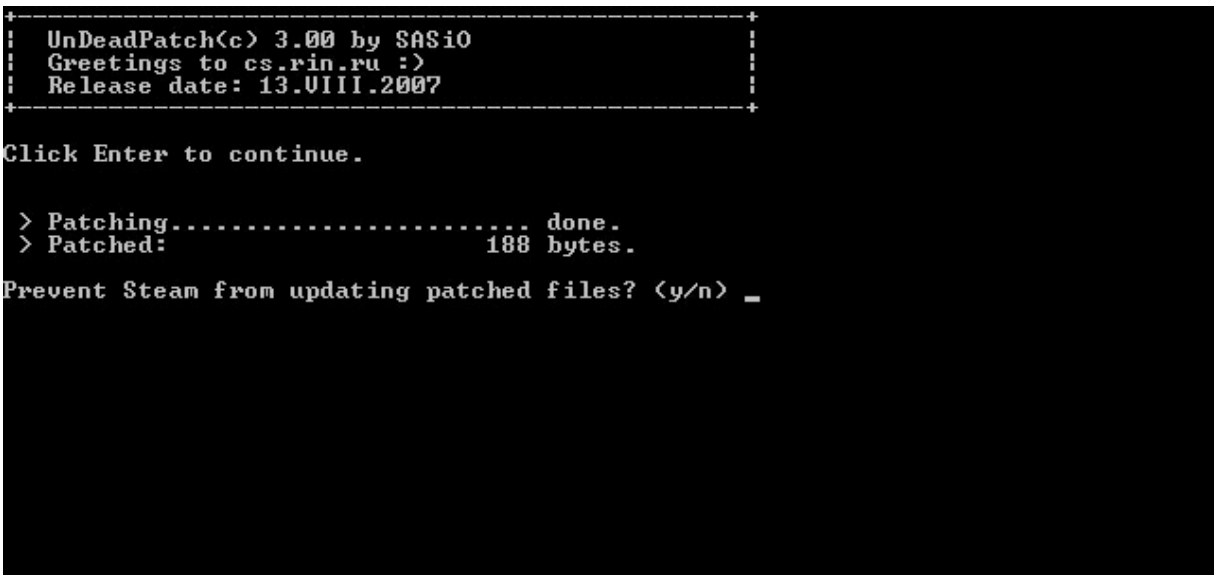
5) When you are logged into your blank account you should not have any games listed for playing under the category “games”.
6) We shut down Steam completely.
7) We put the UnDeadPatch (UnDeadPatch.exe) into the Steam directory.

*The UnDeadPatch.exe*

8) Launch it by double clicking on it.
9) You will see this dialog:

*UnDeadPatch main dialog*

*10)* Press Enter. (If the patch directly shuts down, Steam is still running!)
11) Now you should see this message:



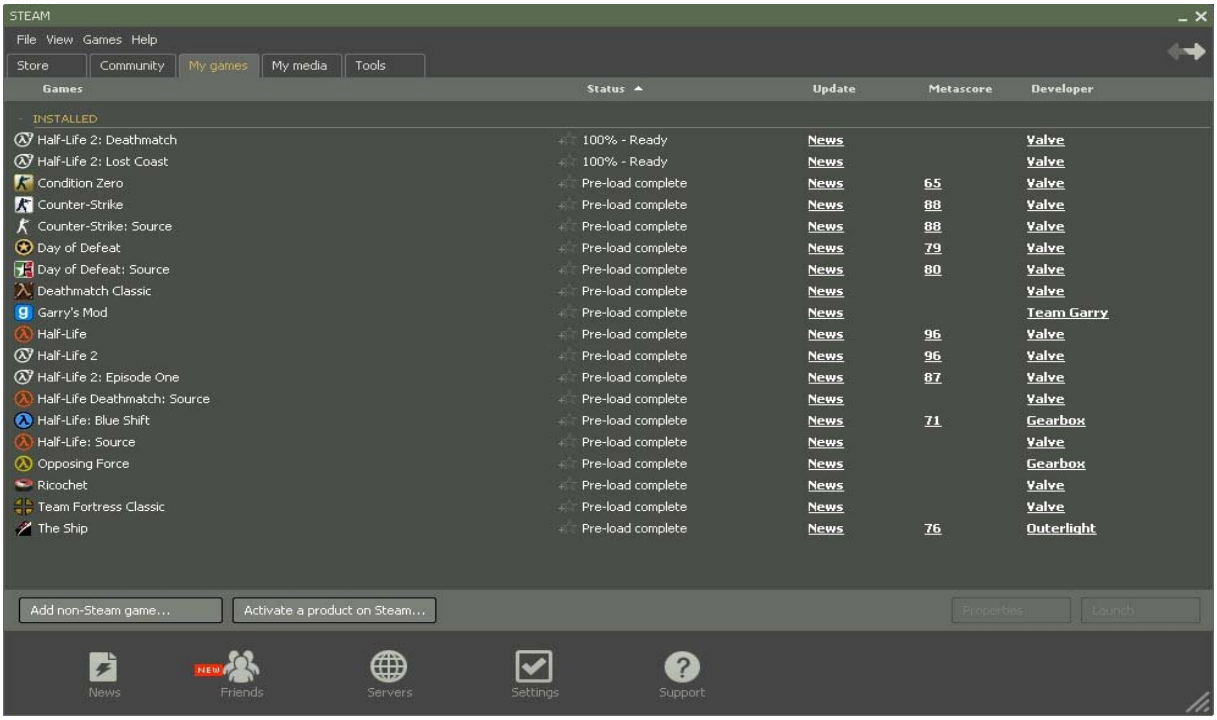

*The dialog after pressing enter…*

12) The patch is asking you if you want to prevent Steam from updating patched files. Please press y and then enter (otherwise Steam would directly overwrite the patched files when it is launched and the patch would be removed).
13) You should come to this point:

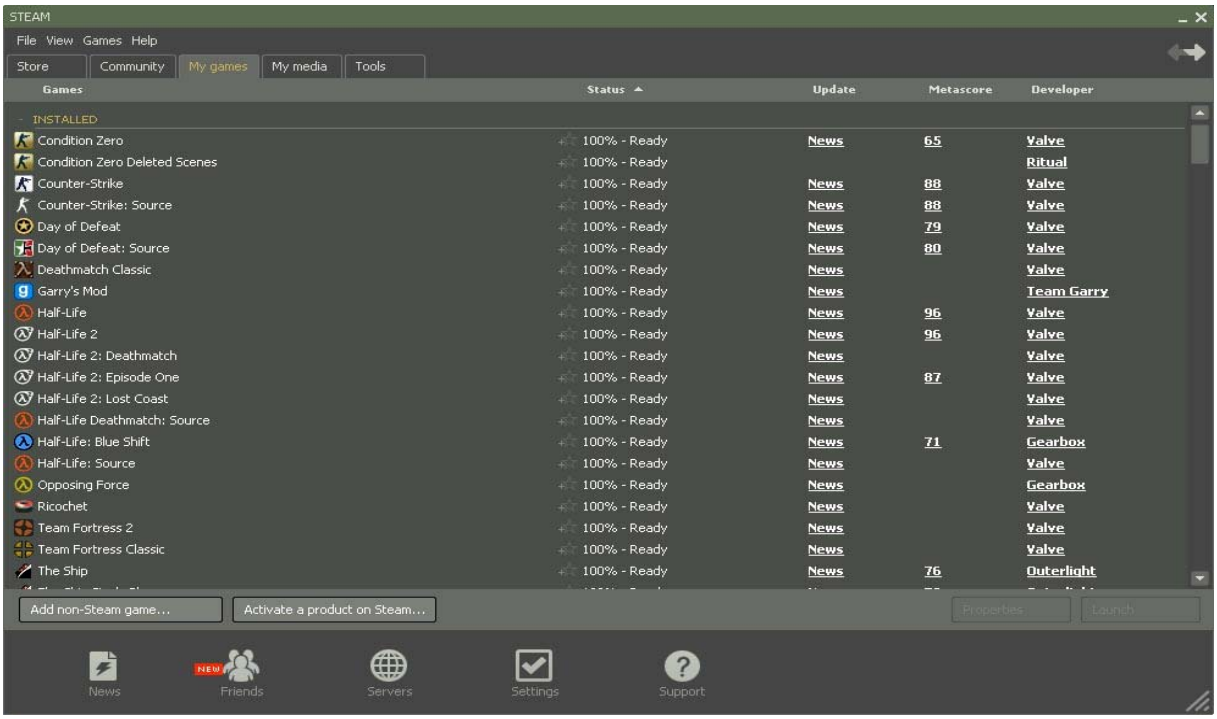
*The patch has been successfully installed and the updating of Steam is disabled.*

14) Press enter to close the UnDeadPatch window.

So what did the UnDeadPatch change in Steam? It edited some bytes in the steam.dll, which feigns Steam that you have purchased all games and become unlocked.

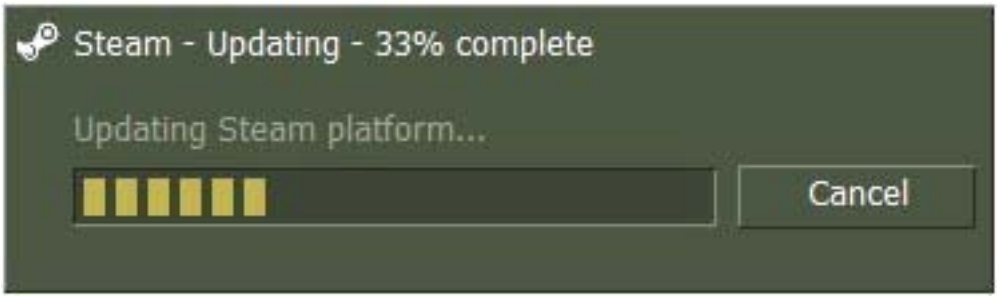



*Steam before patching it with UnDeadPatch: Steam recognizes the games (as *.GCF files in steamappsfolder), but only two of them are really purchased (never use an account with purchased games like I do! Use a new created account without any games!). The other games are listed as "Pre-load complete" and cannot be launched.*




*Steam after patching it with UnDeadPatch: All games which we were listed as "Pre-load complete" are now 100% - Ready for playing! Furthermore the list of games got extended: You do not only see your games you have in your steamapps folder, you can also see the other games which are not installed, but seem to be downloadable.*

To prevent Steam from updating the UnDeadPatch it also created a steam.cfg file in the main directory, which includes the command: “BootStrapperInhibitAll=enable”. It has been created, because we answered the question about the prevention of the Steam update with y (yes). If we did not accepted it, Steam would have just updated itself again and the unlock would have been erased.



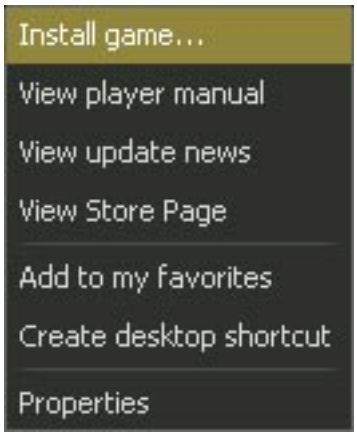

*When Steam updates after using the UnDeadPatch, then you did not answer the update question with yes. After the update the games will not be unlocked!*

## What do I have to do if Steam must be updated?

Sometimes Steam requires an update. You just have to delete the steam.cfg file and run Steam to let it update. After the update you can execute the UnDeadPatch once again to unlock the games.

## How can I download the games?

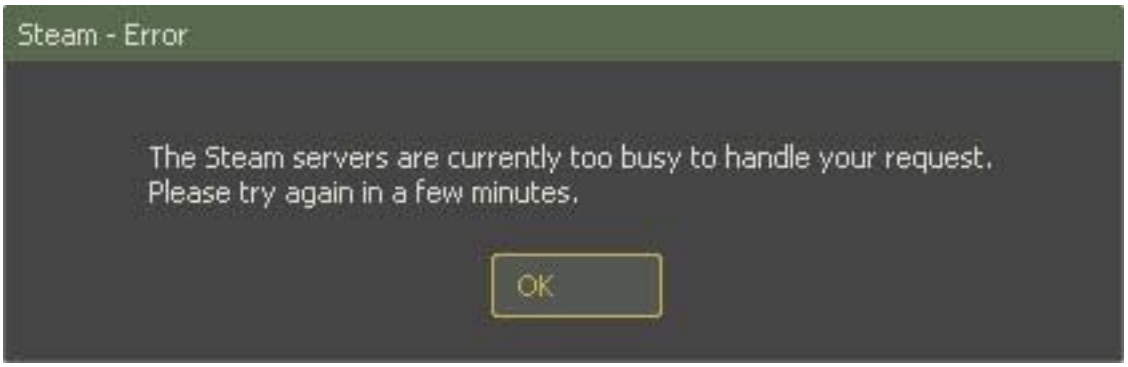
After applying the UnDeadPatch you can select every game you have not already installed and try installing it.




*With a right click on the selected game a context menu pops up. You can press “Install game…” and hope that it will be downloaded.*

As an example I tried to download Bioshock: Its size is very huge (about 8GB).

But nearly all the games (just like Bioshock) will not be installed and you receive this message:




*"The Steam servers are currently too busy to handle your request. Please try again in a few minutes."*

This indicates you that you cannot download this game. It is protected by the Steam network, which checked that you are trying to illegally download this game. This error often appears when you try to download games with a huge file size.

## But how can I play the games that I cannot directly download via cracked Steam / what do I have to do if I get the "The Steam servers are currently too busy to handle your request. Please try again in a few minutes." error?

Like I mentioned in the first part of this book: The games consist of one or more *.GCF files. When cracked Steam does not allow you to download your favorite game, just have a search on Google.com for the corresponding *.GCF files.

Some games only need one GCF file, some others are based on several files (e. g. on Half-Life 2 or Counter-Strike Source and Day of Defeat, which are based on the Half-Life 2 files).

Here are just some examples for the needed files:

If you like to have Half-Life 2 single player, you must have the following *.GCF files located in your steamapps folder:

- Source engine.gcf
- Base source engine 2.gcf
- Half-life 2 content.gcf
- Source materials.gcf
- Source models.gcf
- Source sounds.gcf

And if you want to be able to host a dedicated server for Half-life 2 based games:

- Source dedicated server.gcf

These mentioned files above are also the basic files for Counter-Strike Source, Day of Defeat Source and Half-Life 2 Deathmatch. Though the Half-Life 2 content.gcf file is really only needed for the single player part.

E. g.: When you want to play Counter-Strike Source and the UnDeadPatched Steam does not allow you to download it, you have to download the following files somewhere from the internet:

- Counter-strike source client.gcf
- Counter-Strike source shared.gcf

For Day of Defeat Source you would only download this file:

- Day of Defeat.gcf

These lists above are just examples. It can be all different for other games, but you should be able to find a list on the internet listing all required files.

You can check whether your downloaded files are complete and up to date by launching the UnDeadPatched Steam: If it lists your game at 100%, you have downloaded the latest version and it is playable. If this is not the case, just hope that you can now download the rest via cracked Steam, otherwise you have bad luck.

## Downloading and updating… (Summary)

All in all you can summarize the downloading with cracked Steam this way:

1. You can only download small files / games, otherwise you will be stopped with the "The Steam servers are currently too busy to handle your request. Please try again in a few minutes." error.
2. The smaller the game the bigger is your chance to fully download it with cracked Steam.
3. If a small update is released for your downloaded game, it might be downloadable. But if it is a big update, it might just be too big to be downloaded with your cracked Steam.

## Some useful links

At the end of this book, I would like to give you some links, which are quite handy for cracking Steam:

- http://www.google.com – have search for all needed files! If you have a question, have a search on Google and you might receive an answer quickly.
- http://cs.rin.ru/forum/ - one of the biggest Forums about Steam cracking.